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# 1 [The CHI '95 conference electronic publication: introduction to an experiment](#)

Robert Mack, Linn Marks, Dave Collins, Keith Instone

April 1996 **ACM SIGCHI Bulletin**, Volume 28 Issue 2Full text available: [pdf\(1.57 MB\)](#)Additional Information: [full citation](#), [index terms](#)

# 2 [Making contact points between text and images](#)

Pete Faraday, Alistair Sutcliffe

September 1998 **Proceedings of the sixth ACM international conference on Multimedia**Full text available: [pdf\(903.14 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** guidelines, web page design

# 3 [MultiMedia: Context perception in video-based hypermedia spaces](#)

Teresa Chambel, Nuno Guimarães

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia**Full text available: [pdf\(648.49 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Multimedia hypertext has grown from the basic addition of dynamic media only at "leaf" nodes of the hypertext, to higher structured attempts to compose and integrate the different media. One of the core problems in this evolution has been, and still is, the construction and perception of context, making explicit which part of a presentation is relevant when media elements are integrated. The search for contextualized integration of video material with other sources of information has emerged fro ...

**Keywords:** HTIMEL, cognitive processes, design, education, entertainment, hypervideo, integration in context, interactive video and TV, link awareness

# 4 [Paper to HTML—an automatic, seamless process for documentation production](#)

Virginie Ahrens, Valérie Lecompte

October 1999 **Proceedings of the 17th annual international conference on Computer documentation**

Full text available:  [pdf\(672.82 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)


This paper describes how ILOG, a French software company designing C++ and Java class libraries, managed the transition between paper-only documentation and extensive HTML online documentation in less than two years. In this paper, we analyze the underlying reasons for making this change, describe the technological choices that were made, and walk through the various steps of the project from its beginning to final completion.

**Keywords:** C++ and Java class libraries, HTML, Java Script, Web design, modularity, online documentation, page-authoring tools, portability, reusability

5 Impacts of PACS on radiological work

Nina Lundberg

November 1999 **Proceedings of the international ACM SIGGROUP conference on Supporting group work**

Full text available:  [pdf\(1.80 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


This paper identifies and analyzes the impacts on work practices and interdependencies in radiological work by PACS (Picture Archive and Communication System). It illustrates that when PACS was introduced not only technical devices were integrated, but the people, work practices and organizations as well. In addition, the paper illustrates how detailed workplace studies may identify substantial social changes, emerged from initially insignificant technical solutions that rapidly grows and q ...

**Keywords:** PACS, artifact, health care, technology impact, work practice

6 PACCESS: enabling easy access to radiology images at a hospital

Henrik Gater

April 1998 **CHI 98 conference summary on Human factors in computing systems**

Full text available:  [pdf\(259.50 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** medical informatics, radiology images, web-technology

7 A comparison of voice controlled and mouse controlled web browsing

Kevin Christian, Bill Kules, Ben Shneiderman, Adel Youssef

November 2000 **Proceedings of the fourth international ACM conference on Assistive technologies**


Full text available:  [pdf\(1.87 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** human-computer, interaction, user interfaces, voice browsers, voice recognition, web browsing

8 Dynamic scan-converted images with a frame buffer display device

J. H. Jackson

July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques**, Volume 14 Issue 3

Full text available:  [pdf\(953.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A color interactive display system which produces images of three-dimensional polygons and labels on a frame buffer display device is being developed. The entire image is scan converted and written into the frame buffer whenever it is modified. Since an entire image cannot be written into the frame buffer faster than 4.6 frames per second for the particular device chosen, an illusion of continuous motion cannot be supported. However, a rate of 3 frames per second has been found sufficient t ...

**Keywords:** Frame buffers, Interactive computer graphics, Raster displays, Run length encoding, Visible surface algorithms

## 9 [Productivity tools for web-based information](#)

Robin Green


September 1998 **Proceedings of the 16th annual international conference on Computer documentation**

Full text available:  [pdf\(836.75 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 10 [IDL: sharing intermediate representations](#)

David Alex Lamb

July 1987 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 9 Issue 3

Full text available:  [pdf\(1.77 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

IDL (Interface Description Language) is a practical and useful tool for controlling the exchange of structured data between different components of a large system. IDL is a notation for describing collections of programs and the data structures through which they communicate. Using IDL, a designer gives abstract descriptions of data structures, together with representation specifications that specialize the abstract structures for particular programs. A tool, the IDL translator, generates r ...

## 11 [A conceptual framework for network and client adaptation](#)

B. Badrinath, Armando Fox, Leonard Kleinrock, Gerald Popek, Peter Reiher, M. Satyanarayanan  
December 2000 **Mobile Networks and Applications**, Volume 5 Issue 4

Full text available:  [pdf\(218.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Modern networks are extremely complex, varying both statically and dynamically. This complexity and dynamism are greatly increased when the network contains mobile elements. A number of researchers have proposed solutions to these problems based on dynamic adaptation to changing network conditions and application requirements. This paper summarizes the results of several such projects and extracts several important general lessons learned about adapting data flows over difficult network condi ...

## 12 [Integrating simulations with CAD tools for effective facility layout evaluation](#)

Ken Tumay


December 1992 **Proceedings of the 24th conference on Winter simulation**

Full text available:  [pdf\(480.58 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 13 [Supporting software engineering education with a local Web site](#)

V. E. Veraart, S. L. Wright


March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education**, Volume 28 Issue 1

Full text available:  [pdf\(568.90 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

14 Web Site Analysis: Statistical profiles of highly-rated web sites

Melody Y. Ivory, Marti A. Hearst

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves**

Full text available:  [pdf\(1.78 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We are creating an interactive tool to help non-professional web site builders create high quality designs. We have previously reported that quantitative measures of web page structure can predict whether a site will be highly or poorly rated by experts, with accuracies ranging from 67--80%. In this paper we extend that work in several ways. First, we compute a much larger set of measures (157 versus 11), over a much larger collection of pages (5300 vs. 1900), achieving much higher overall accur...

**Keywords:** World Wide Web, automated usability evaluation, empirical studies, web site design

15 LaTeX2HTML: publish science to the web

Michael Yuan

December 2001 **Linux Journal**, Volume 2001 Issue 92

Full text available:  [html\(7.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Tailoring math-intensive documents to fit the Internet.

16 Binary translation

Richard L. Sites, Anton Chernoff, Matthew B. Kirk, Maurice P. Marks, Scott G. Robinson

February 1993 **Communications of the ACM**, Volume 36 Issue 2

Full text available:  [pdf\(4.84 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** CISC computers, RISC computers, binary translation, computer architecture, processor architecture translation

17 Versatile concept map viewing on the Web

Antti Karvonen, Erkki Rautama, Jorma Tarhio, Jari Turkia

June 2001 **ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on Innovation and technology in computer science education**, Volume 33 Issue 3

Full text available:  [pdf\(441.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We present an applet-based system viewing concept maps on the Web. The input consists of a concept map written in a description language with optional style and layout definitions. The system has numerous applications, because many kinds of graphs, trees, and flowcharts written by humans or generated by other software can be shown in addition to traditional concept maps.

18

SIGHT, a satellite interactive graphic terminal

W S Barlett, K J Busch, M L Flynn, R L Salmon

January 1968 **Proceedings of the 1968 23rd ACM national conference**

Full text available:  [pdf\(1.20 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A software system for a Satellite Interactive GraphiC Terminal called SIGHT has been developed by the Computing Sciences Department of Bell Telephone Laboratories for interaction with the General Electric 635 computer. The SIGHT hardware consists of a standard off-the-shelf PDP-7 computer, DEC 340 display, and peripheral equipment manufactured by the Digital Equipment Corporation (DEC). The general-purpose software system for SIGHT, designed and programmed at Bell Laboratories, builds upon ...

## 19 Texture-based visibility for efficient lighting simulation

Cyril Soler, F. X. Sillion

October 2000 **ACM Transactions on Graphics (TOG)**, Volume 19 Issue 4

Full text available:  [pdf\(1.71 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Lighting simulations using hierarchical radiosity with clustering can be very slow when the computation of fine and artifact-free shadows is needed. To avoid the high cost of mesh refinement associated with fast variations of visibility across receivers, we propose a new hierarchical algorithm in which partial visibility maps can be computed on the fly, using a convolution technique for emitter-receiver configurations where complex shadows are produced. Other configurations still rely on m ...

**Keywords:** convolution, global illumination, hierarchical radiosity, texture-based visibility

## 20 IRM: integrated region matching for image retrieval

Jia Li, James Z. Wang, Gio Wiederhold

October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available:  [pdf\(934.09 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Content-based image retrieval using region segmentation has been an active research area. We present IRM (Integrated Region Matching), a novel similarity measure for region-based image similarity comparison. The targeted image retrieval systems represent an image by a set of regions, roughly corresponding to objects, which are characterized by features reflecting color, texture, shape, and location properties. The IRM measure for evaluating overall similarity between images incorporates proper ...

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Natalie Glance, Jean-Luc Meunier, Pierre Bernard, Damián Arregui

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work**Full text available: [pdf\(449.24 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we present a second generation URL monitoring tool which enables the collaborative evaluation of URL content changes. In our implementation, a document monitoring agent works alongside a recommender system. Using information provided by the monitoring agent, the collaborative system alerts users when documents they are monitoring have changed. The monitoring agent provides automatic evaluation of the nature of the change. Users, however, add subjective evaluations; one user's effort ...

**Keywords:** URL monitoring agent, WWW, recommender system**2 [WebCQ-detecting and delivering information changes on the web](#)**

Ling Liu, Calton Pu, Wei Tang

November 2000 **Proceedings of the ninth international conference on Information and knowledge management**Full text available: [pdf\(835.31 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**3 [The Data Model Compiler: a tool for generating object-oriented database systems](#)**

Fred Maryanski, John Bedell, Sheilah Hoelscher, Shuguang Hong, LouAnne McDonald, Joan Peckham, Darrell Stock


September 1986 **Proceedings on the 1986 international workshop on Object-oriented database systems**Full text available: [pdf\(929.22 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Data Model Compiler project represents an effort to automatically produce object-oriented database systems. An analysis of data models of this genre leads to the conclusion that their significant differentiating characteristic is the set of fundamental, or built-in, relationships. This observation has led to the development of a methodology for the generation of object-oriented data models which revolves around the specification of the

basic relationships. Initially, the project focuse ...

#### 4 Web content accessibility guidelines 1.0

Wendy Chisholm, Gregg Vanderheiden, Ian Jacobs  
July 2001 **interactions**, Volume 8 Issue 4

Full text available:  [pdf\(471.98 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



#### 5 Working out usability: Starting simple: adding value to static visualisation through simple interaction

Alan Dix, Geoffrey Ellis  
May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  [pdf\(1.62 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Interactive visualisation has been one of the most exciting areas in HCI over recent years. The key term here is 'interactive', and in this paper we assert that virtually any static representation can become more powerful by the addition of simple interactive elements. This is demonstrated by adding interactivity to standard representations including stacked histograms, pie charts and scatter plots. We show how adding interactivity can help resolve many of the trade-offs inherent in static visua ...

**Keywords:** information visualisation, interactive graphics, visual interaction



#### 6 Art on the Web, the Web as art

Annette Weintraub  
October 1997 **Communications of the ACM**, Volume 40 Issue 10

Full text available:  [pdf\(377.29 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



#### 7 Giving meanings to WWW images

Heng Tao Shen, Beng Chin Ooi, Kian-Lee Tan  
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available:  [pdf\(872.87 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


Images are increasingly being embedded in HTML documents on the WWW. Such documents over the WWW essentially provides a rich source of image collection from which user can query. Interestingly, the semantics of these images are typically described by their surrounding text. Unfortunately, most WWW image search engines fail to exploit these image semantics and give rise to poor recall and precision performance. In this paper, we propose a novel image representation model called Weigh ...

**Keywords:** WWW, image representation, image retrieval, relevance feedback, semantic similarity



#### 8 High performance infrastructure for visually-intensive CSCW applications

Stephen Zabele, Steven L. Rohall, Ralph L. Vinciguerra  
October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work**


Full text available:  [pdf\(967.20 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)




We describe a scalable CSCW infrastructure designed to handle heavy-weight data sets, such as extremely large images and video. Scalability is achieved through exclusive use of reliable and unreliable multicast protocols. The infrastructure uses a replicated architecture rather than a centralized architecture, both to reduce latency and to improve responsiveness. Use of 1) reliable (multicast) transport of absolute, rather than relative, information sets, 2) time stamps, and 3) a last-in-wi ...


**Keywords:** CSCW infrastructure, reliable multicast, scalable architecture


- 9 VideoQ: an automated content based video search system using visual cues   
Shih-Fu Chang, William Chen, Horace J. Meng, Hari Sundaram, Di Zhong  
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

Full text available:  [pdf\(1.67 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


- 10 Drawings on napkins, video-game animation, and other ways to program computers   
Ken Kahn  
August 1996 **Communications of the ACM**, Volume 39 Issue 8

Full text available:  [pdf\(1.64 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 11 QualProbes: middleware QoS profiling services for configuring adaptive applications   
Baochun Li, Klara Nahrstedt  
April 2000 **IFIP/ACM International Conference on Distributed systems platforms**


Full text available:  [pdf\(342.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

It is widely accepted that in order to deliver the best Quality-of-Service (QoS), applications need to be adaptive to the fluctuating computing and communication environments. The middleware layer may assist by controlling the behavior of the applications so that they adapt and reconfigure themselves. In this paper, we present *QualProbes*, a set of middleware *QoS Probing and Profiling* services to discover such relationships at run-time. Our approach focuses on meeting the require ...

- 12 Computing the velocity field along contours (abstract only)   
Ellen C. Hildreth  
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this paper, we present a computational study of the measurement of motion. Similar to other visual processes, the motion of elements is not determined uniquely by information in the changing image; additional constraint is required to compute a unique velocity field. Given this global ambiguity of motion, local measurements from the changing image cannot possibly specify a unique local velocity vector, and in fact, may only specify one component of velocity. Computation of the full two-dimens ...

- 13 Similarity-based algebra for multimedia database systems   
Solomon Atnafu, Lionel Brunie, Harald Kosch  
January 2001 **Proceedings of the 12th Australasian conference on Database technologies ADC '01**

Full text available:  [pdf\(912.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)  
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In database management systems, the need to integrate content-based image retrieval facilities has become one of the key issues. In this paper, we first illustrate the importance of such facilities with example queries and give an overview of the works done in similarity-based data retrieval. Then, we propose an image repository model that supports similarity-based operations on feature vector representations of images. Moreover, we introduce a new similarity-based algebra on image tables. Thus, ...

**Keywords:** image database, multimedia, multimedia join operator, query optimization, similarity-based algebra

#### 14 Visual communication: Creating non-photorealistic images the designer's way

Nick Halper, Stefan Schlechtweg, Thomas Strothotte

June 2002 **Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering**

Full text available:  [pdf\(698.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a novel way for quickly and easily designing non-photorealistic images based on elementary operations which are linked together to create a variety of visual effects. Rather than mimicking a visual effect that an artist has already produced, we instead mimic the process undergone for the artist to produce that image. Compared to traditional approaches, this opens the possibility to have the images created by users with no programming skills. We describe a modular system that makes th ...

**Keywords:** creative process, design, modular system, non-photorealistic rendering, sketch interface, user interfaces

#### 15 Visualizing information spaces: Intelligent visualization and dynamic manipulation: two complementary instruments to support data exploration with GIS

Gennady L. Andrienko, Natalia V. Andrienko

May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  [pdf\(1.68 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


To analyze spatially referenced data, i.e. data referring to geographical objects or locations, one should present them on a map. IRIS is a software system that supports exploration of such data by providing two main services: 1) automated generation of maps and 2) interactive facilities to dynamically manipulate the maps. Automated mapping is enabled by incorporation of generic knowledge on map design. This prevents errors in map design resulting in useless or even misleading presentations. It ...

**Keywords:** data exploration, dynamic manipulation, geographical information systems, visual interaction, visualization

#### 16 Raster graphics for interactive programming environments

Robert F. Sproull

August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques**, Volume 13 Issue 2

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Raster-scan display terminals can significantly improve the quality of interaction with conventional computer systems. The design of a graphics package to provide a "window" into the extensive programming environment of interlisp is presented. Two aspects of the

package are described: first, the functional view of display output and interactive input facilities as seen by the programmer, and second, the methods used to link the display terminal to the main computer via a packet- ...

**Keywords:** Computer graphics, Computer networks, Frame buffer, Network graphics, Raster-scan display

17 Representing and reasoning about change (abstract only)

Reid G. Simmons, Randall Davis

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning from a detailed model of the objects in their domain and the processes that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems known as geologic interpretation: given a cross-section of the Earth's crust (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence could have formed th ...

18 3D balance in legged locomotion: modeling and simulation for the one-legged case (abstract only)

Seshashayee S. Murthy, Marc H. Raibert

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

19 Knowledge-based animation (abstract only)

David Zeltzer

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In constructing a goal-directed system for automatic motion synthesis for computer animation, the essential problem is to account for the extraordinary flexibility and adaptability exhibited by moving creatures. The selective *potentiation* and *depotentiation* of elements of a hierarchy of motor control programs is a key to the generation of adaptive motor control. The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of movements are discussed. The ...

20 A multiple track animator system for motion synchronization (abstract only)

D. Fortin, J. F. Lamy, D. Thalmann

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

MUTAN (MULTiple Track ANimator) is an interactive system for independently animating three-dimensional graphical objects. MUTAN can synchronize different motions; it is also a good tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, marks are associated with appropriate frame numbers. MUTAN enables the marks to be manipulated. An animator can also adjust one motion without modifying the others. To make this possible, MUTAN handles several tracks at a tim ...

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S11	964	(715/530).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:13
S12	122	(715/540).CCLS.	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:14
S13	397	S6 with S8 with S7	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:14
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S17	1	S15 and S16	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:15
S18	4177	S6 same S14 same S7	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:19
S19	9	S18 and S16	US-PGPUB; USPAT	OR	OFF	2005/10/06 07:19
S20	26461	script	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:02
S21	1736	chang\$3 adj button\$1	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:02
S22	2634	around adj display\$3	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:02
S23	1	S21 with S22	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:02
S24	4	S21 same S22	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:03
S25	70078	forward with backward	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:13
S26	281838	button\$1	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:04
S27	87979	display adj screen\$1	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:04
S28	1618	S25 with S26	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:13
S29	46	S27 same S28	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:08
S30	158	script same (displayed adj image\$1)	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:08
S31	20	S14 same S30	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:08
S32	49510	next with previous	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:13

S33	1907	S32 with S26	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:13
S34	96	S27 same S33	US-PGPUB; USPAT	OR	OFF	2005/10/06 08:13